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Project Title: **Virtual Language Learning through Edutainment Activities**

LLP Action: **KA2 – Languages – Multilateral Projects**

D6.3 – VILL@GE User Manual

WP6: *Implementation of the Demonstrator*

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Glossary of Acronyms

Acronym	Definition
D	Deliverable
EC	European Commission
WP	Work Package
VR	Virtual Reality

1 Introduction

Welcome to the Vill@ge LLP user manual. This manual will help you get started fast, by focusing on the following items:

1. How to download, install and use the second life client software;
2. How to create an new user account in Second Life;
3. How to complete some of the most common tasks you'll need to get the most out of your Vill@ge LLP experience;
4. Provide information about the minimum computer requirements needs in order to be able to run the second life client;
5. Provide firewall setup information for the network administrator;
6. Provide instructions in administrating the events calendar and the announcements;

1.1 Vill@ge LLP Project

- A virtual world hosted in Second Life is presenting spaces for practising vocabulary for the following target learner's level:

  - Students between 6-9 years old, beginners of foreign language learning level:

    - Clothes shop: to practise describing appearance, clothes and colours
    - Supermarket: to practise describing likes and dislikes, food and drink
    - Zoo: to practise expressing plurality and numbers, animals and numbers
    - City navigation game: to practise describing places, expressions and directions

  - Academic learners of more advanced language learning level:

    - Bank: to practise language usage in a variety of situations around banking and finance
    - Real estate: to practise language usage around home inquiries/ letting/buying in interactions with a real estate agent
    - Travel agency: to practise language usage around travelling also in a variety of situations.

- Interactive activities to enable both teachers and learners to communicate, interact and practise the language
- A multimedia, multilingual lexicon to support language use
- Museums in each country, providing exhibits of posters created by learners themselves, to initiate and motivate discussions among the learners who proudly present their work.
- Karaoke bar, for practising and entertaining oneself in English (currently) modern songs.

1.2 Vill@ge LLP in Second Life

The VILL@GE LLP world is a particular private island in Second Life.

- This island hosts the VILL@GE world and all activities
- The name of the island is Village LLP which covers an area of 65536 m^2
- The island is divided into 4 distinct areas: the three corners represent three separate countries: Britain, Greece, Hungary and the fourth corner is the Karaoke area, where visitors from all over the island get together and participate in this particular activity.

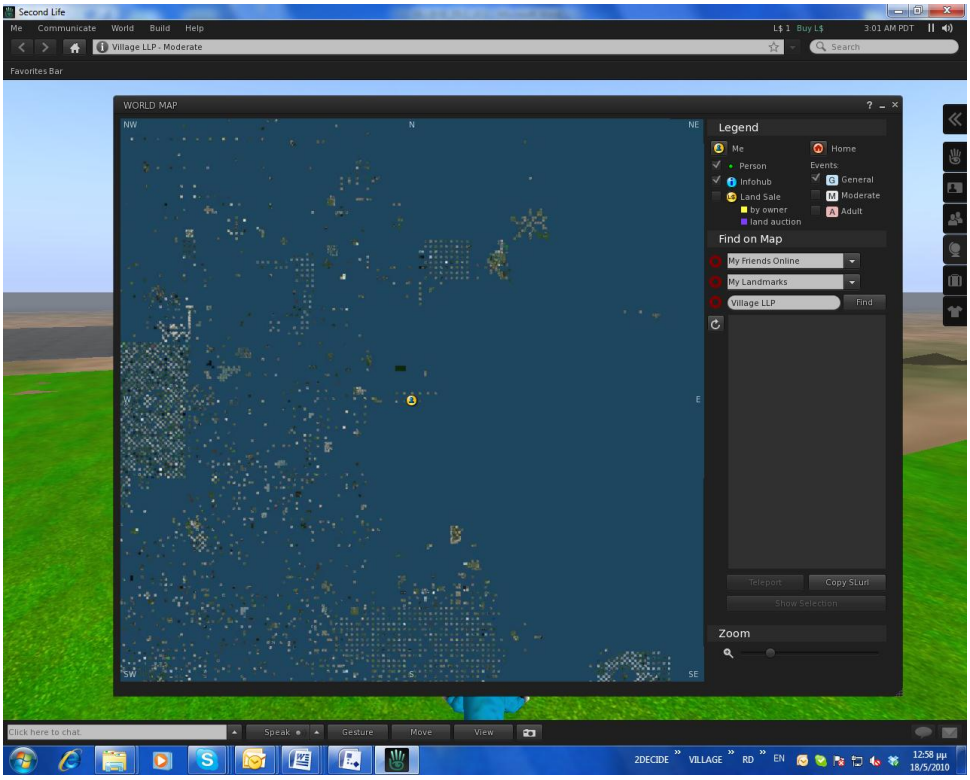


Figure 1: Village LLP – Second Life World Map

Figure 2: Village LLP Island bird's eye view

As you can see from the above figure the four sections are distinctly separated and characterised by the specific colours and landmarks of the country they represent.

1.3 The country sites

Here are some screen shots from the country sites.

Figure 3: Britain site bird's eye view

Figure 4: Greek Site bird's eye view

Figure 5: Hungarian site bird's eye view

The following diagram shows the general structure of the country sites in terms of activities and buildings

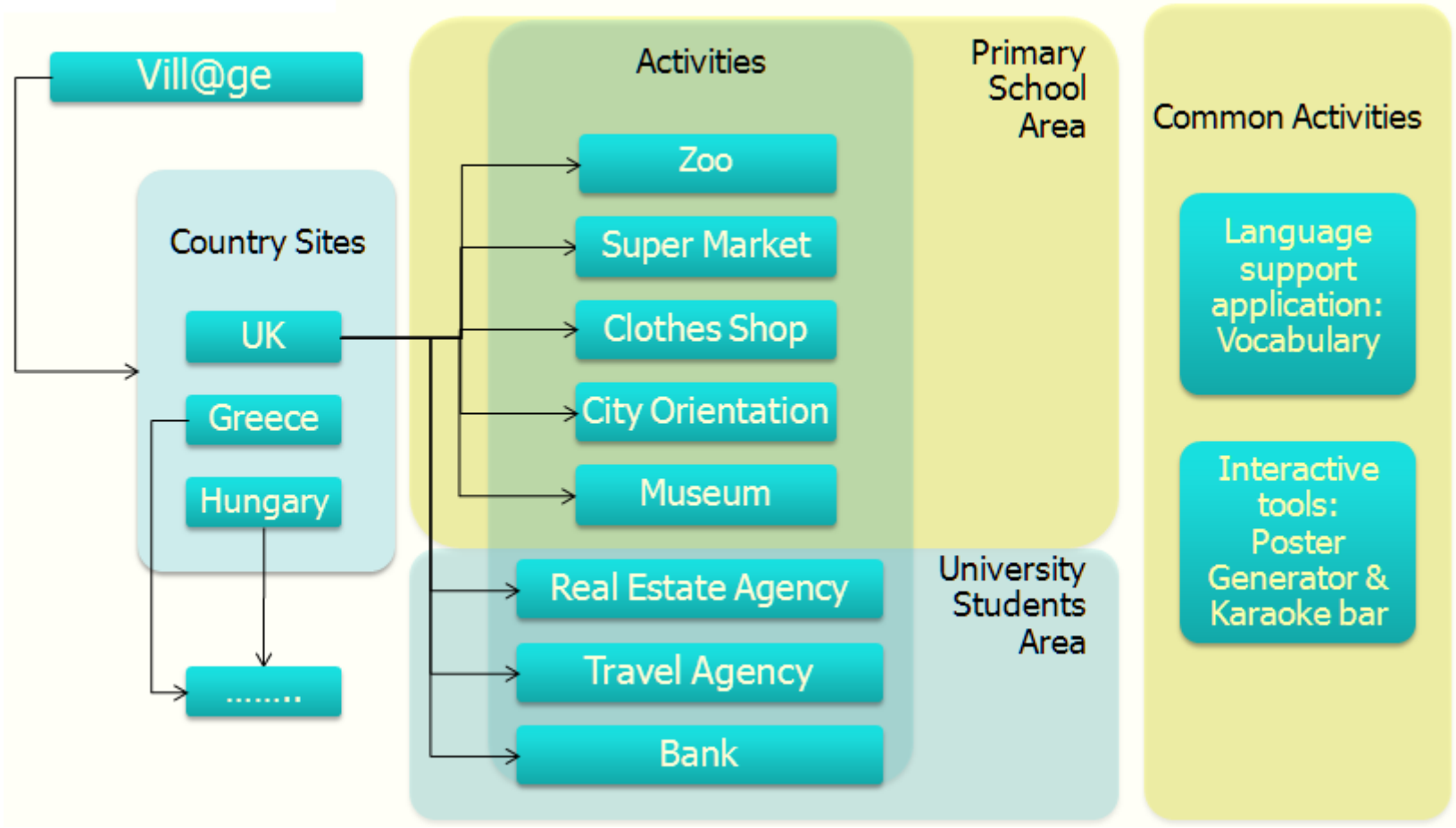


Figure 6: Site structure

2 Steps to visit the Vill@ge World

1. In order to run Second Life, the user has to download the client software “Second Life Viewer 2”. The download link is: http://secondlife.com/support/downloads/?lang=en-US.
2. After the Viewer is downloaded, it has to be installed.
3. Run the Viewer application. (On your desktop second life installation has already created an application icon

)
4. Once you double click on the application icon you will get the following screen

Figure 7: Second Life Login Screen

Login using the following credentials:

a. Username: **VillageGuest Gant**
b. Password: **vill@gellp**
c. Choose *Start at my last location* and click

Button.

5. The avatar will land on Village LLP Island.

2.1 Downloading and installing Second Life client software

In order to go into the vill@ge LLP world first you need to go to the following web address

www.secondlife.com/

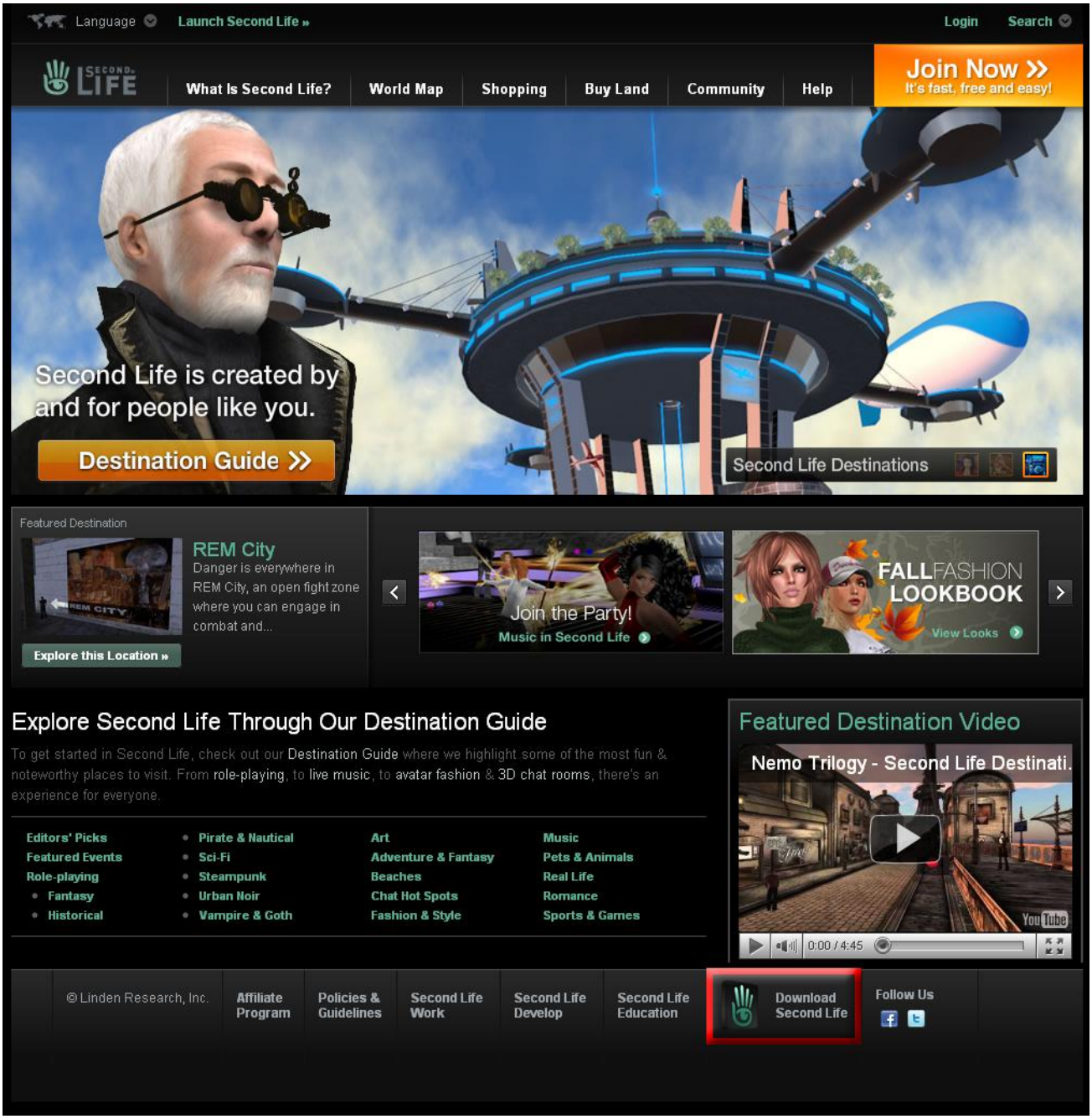
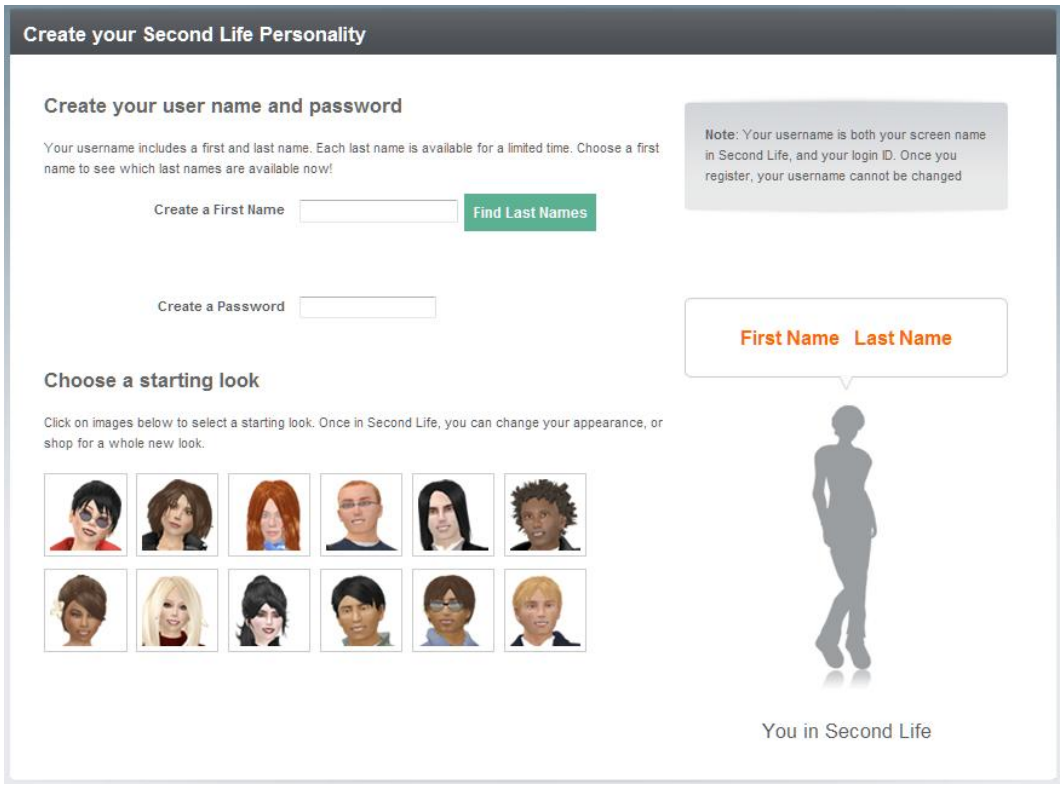


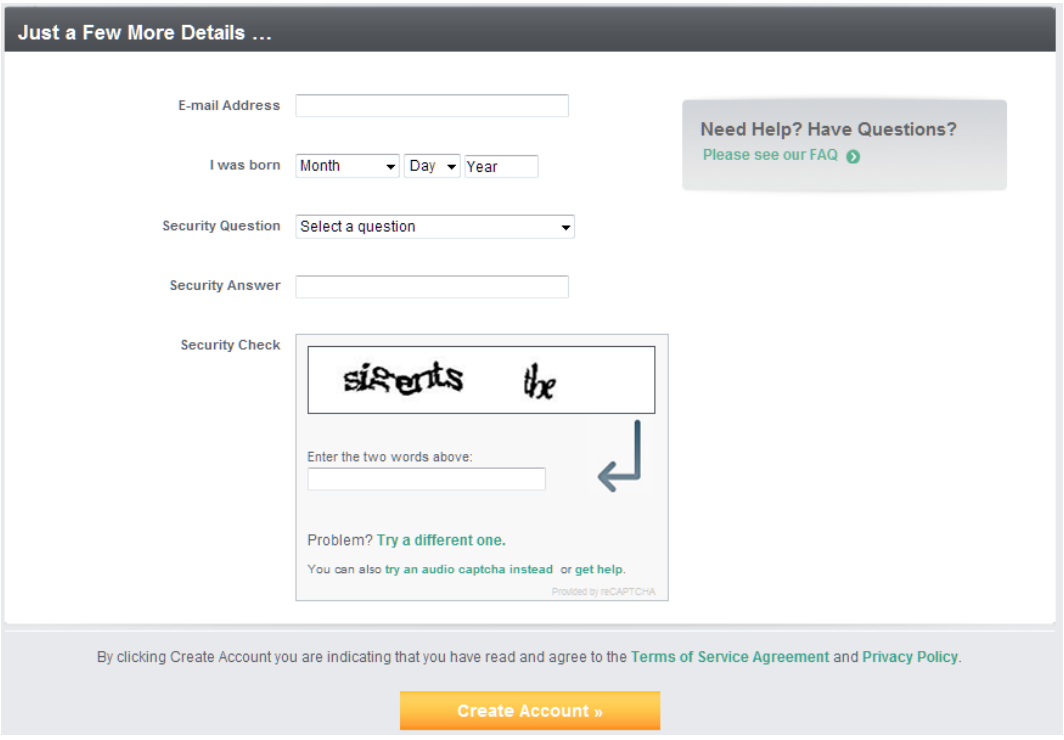
Figure 8: Second Life main web page

Click on the download section on the bottom of the screen. Once you do that the second life client software will be downloaded on your computer. Then double click on the application you just downloaded to install the client software.

2.2 Creating Second Life User Account

Here you can see some of the information required by second life in order to create a new account.


Create your Second Life Personality
Create your user name and password
Your username includes a first and last name. Each last name is available for a limited time. Choose a first name to see which last names are available now!
Create a First Name
Find Last Names
Create a Password
Note: Your username is both your screen name in Second Life, and your login ID. Once you register, your username cannot be changed
First Name Last Name
Choose a starting look
Click on images below to select a starting look. Once in Second Life, you can change your appearance, or shop for a whole new look.
You in Second Life


Just a Few More Details ...
E-mail Address
I was born
Month
Day
Year
Security Question
Select a question
Security Answer
Security Check
Enter the two words above:
Problem? Try a different one.
You can also try an audio captcha instead or get help.
Need Help? Have Questions?
Please see our FAQ
By clicking Create Account you are indicating that you have read and agree to the Terms of Service Agreement and Privacy Policy.
Create Account »

IMPORTANT NOTE:

Once you create your second life user account in order to gain access to the Vill@ge LLP island you have to send to vlin@exodussa.com your First Name, Last Name so we can give you access to the island. You will receive a confirmation email that you have access to the Vill@ge LLP island.

2.3 Visit the Vill@ge World

Vill@ge virtual world is available only to validated users for security reasons. You must first create a second life account through the normal registration process of second life (chapter 2.2). When you get an email confirmation approval of your account you can use second life viewer to access Vill@ge virtual world.

Once you run the second life viewer Second life will take you to a default first location. In order to move (teleport) to the Vill@ge LLP island you have to do the following steps:

Go to menu > select World > select World Map > type Village LLP at the tab next to Find button > press Find > select Village LLP > and finally press the Teleport button to transfer to Vill@ge virtual world.

3 Student Vill@ge LLP World Navigation

In this section of the document we will describe the navigation of Vill@ge LLP island.

3.1 Navigation in Second Life Vill@ge LLP island

To access most of the features for navigating around in the Second Life Viewer, you'll have to get to know the Bottom bar.

Bottom bar

Figure 9: Second Life - Bottom bar

From here you can start chatting with someone, actual speaking if you have speakers and a microphone attached to your computer, do gestures, move and change the view.

Moving

In Second Life, your avatar can walk, run, and even fly. If you prefer, you can also use an onscreen control panel to move around.

Walk

You can walk around Second Life by pressing the arrow keys on your computer's keyboard. You can also press the **Move** button (Bottom Bar) to open the movement control panel.

Figure 10: Second Life - Walk

Fly

When you press the **Fly mode** button on the movement control panel, your avatar begins flying. Press PgUp and PgDn to fly up and down, or use the up and down arrows that appear on the movement control panel. To stop flying and return to walk or run mode, press **Stop Flying.**

Figure 11: Second Life - Fly

Sit

To sit on a chair or other object, right-click it and choose **Sit Here** from the contextual menu.

Sitting attaches your avatar to the object and prevents you from moving; to stand up and begin moving again, click the **Stand** button that appears at the bottom of your screen.

Figure 12: Second Life - Sit

Stand

Open a Door

To go through a door you have to open it first. You can do that by right clicking on the door.

Figure 13: Second Life – Open door

Seeing

By default you'll see Second Life from just behind your avatar, but you can move and turn the camera around to look at whatever you like -- including yourself.

Keyboard & mouse

Hold Alt and left-click with your mouse to focus your camera on a new point. To zoom and rotate your view around that point, hold the mouse button down and continue to hold Alt while moving your mouse; move the mouse up and down to zoom, left and right to rotate. You can press Esc at any time to return your camera view to behind your avatar.

Camera control panel

You can click **View** at any time to open the camera control panel. At the bottom of the panel are three buttons that correspond to three different view modes.

Figure 14: Second Life – Camera control

Orbit + Pan camera

This rotates your view around a point you select by holding Alt and clicking on an object or avatar. If you do not select a point, the view rotates around your avatar by default. You can also zoom your camera view by using the vertical slider.

Moves your camera up, down, left, and right. You can also zoom your camera view by using the vertical slider.

Figure 15: Second Life – Orbit + Pan camera

Chat

You can talk to the people around you through text-based Local Chat. If you have a microphone, you can also speak out loud. Just click on the button

and start talking.

The World Map

The World Map is a constantly-updated map of the entire world of Second Life. In addition to exploring new locations, you can use the map to search for events, previously stored landmarks, and online friends. Once you find a suitable destination, you can teleport there instantly or copy a SLurl to send to a friend.

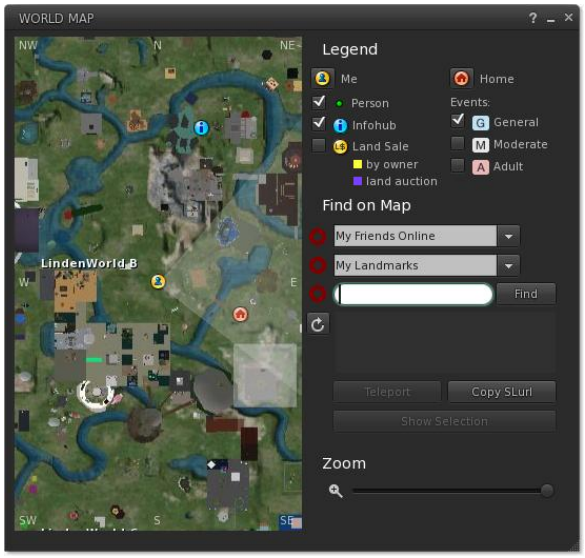
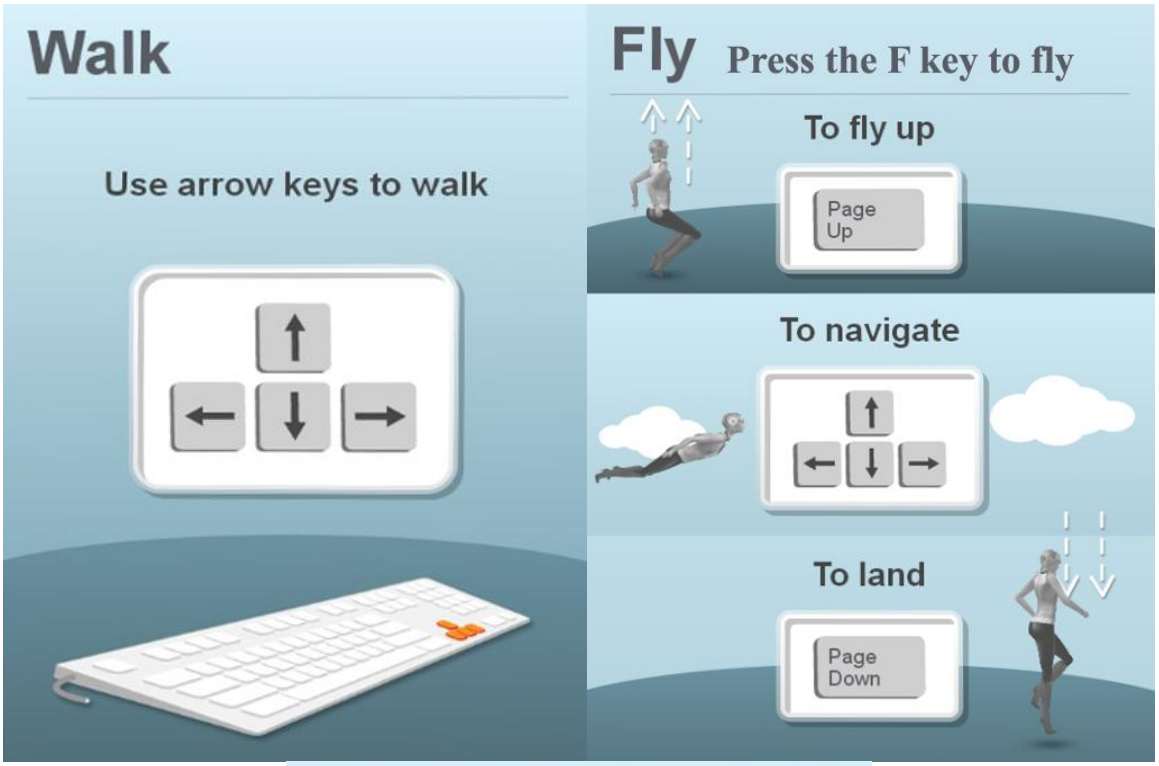
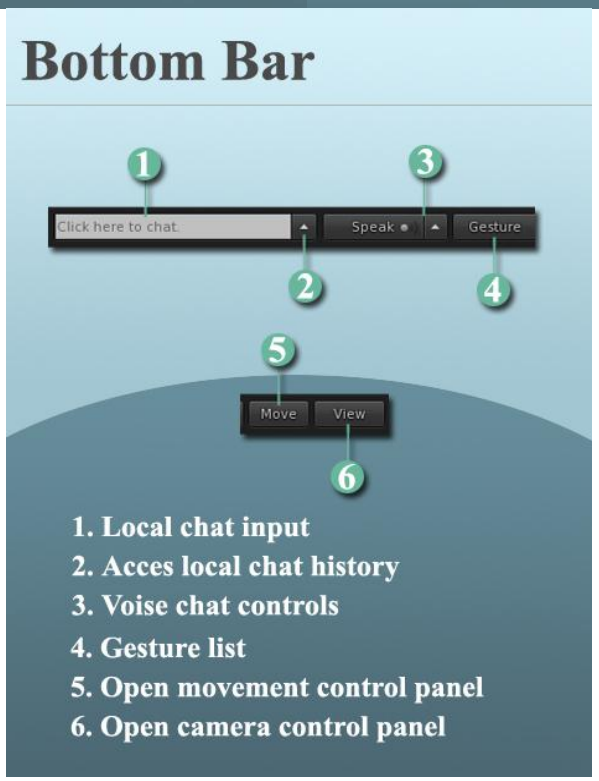
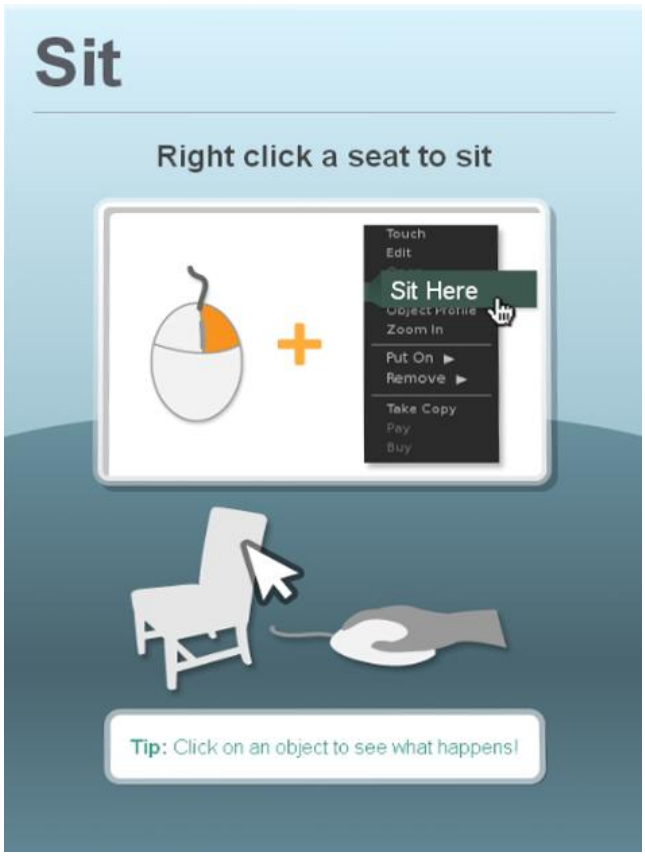


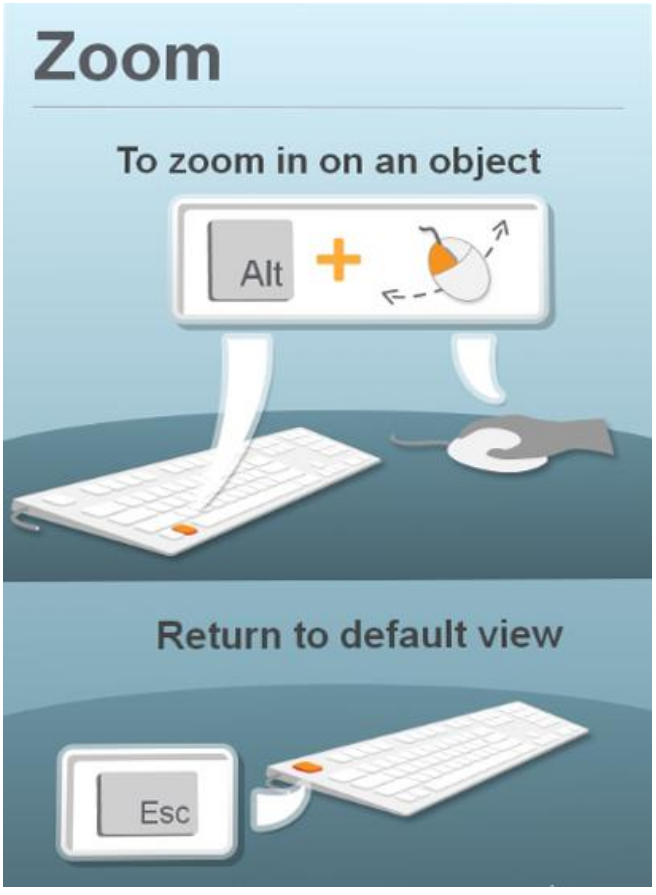
Figure 16: World Map

3.2 Second Life Navigation Flash Cards





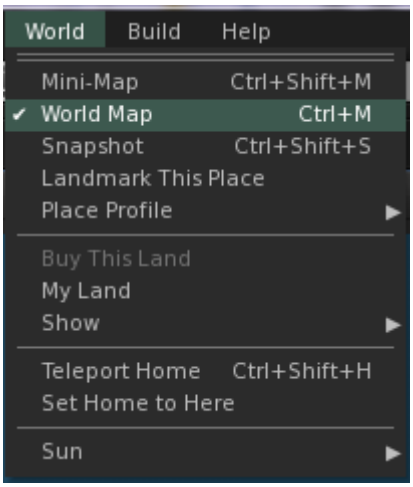

Sit
Right click a seat to sit
Touch
Edit
Sit Here
Zoom In
Put On
Remove
Take Copy
Pay
Buy
Tip: Click on an object to see what happens!


Zoom
To zoom in on an object
Alt
Return to default view
Esc

3.3 Vill@ge LLP world map

From the top menu by selecting World

and then World Map



You will get the following screen where you can see the map of the Village world. On the top left section is the location of Britain, top right is Hungary, bottom right is Greece and bottom left the Village main area (Karaoke).

By double clicking on the map the second life system will take you directly to that location. This is an easy way to go directly to a specific location on the island. (instead of walking or flying).

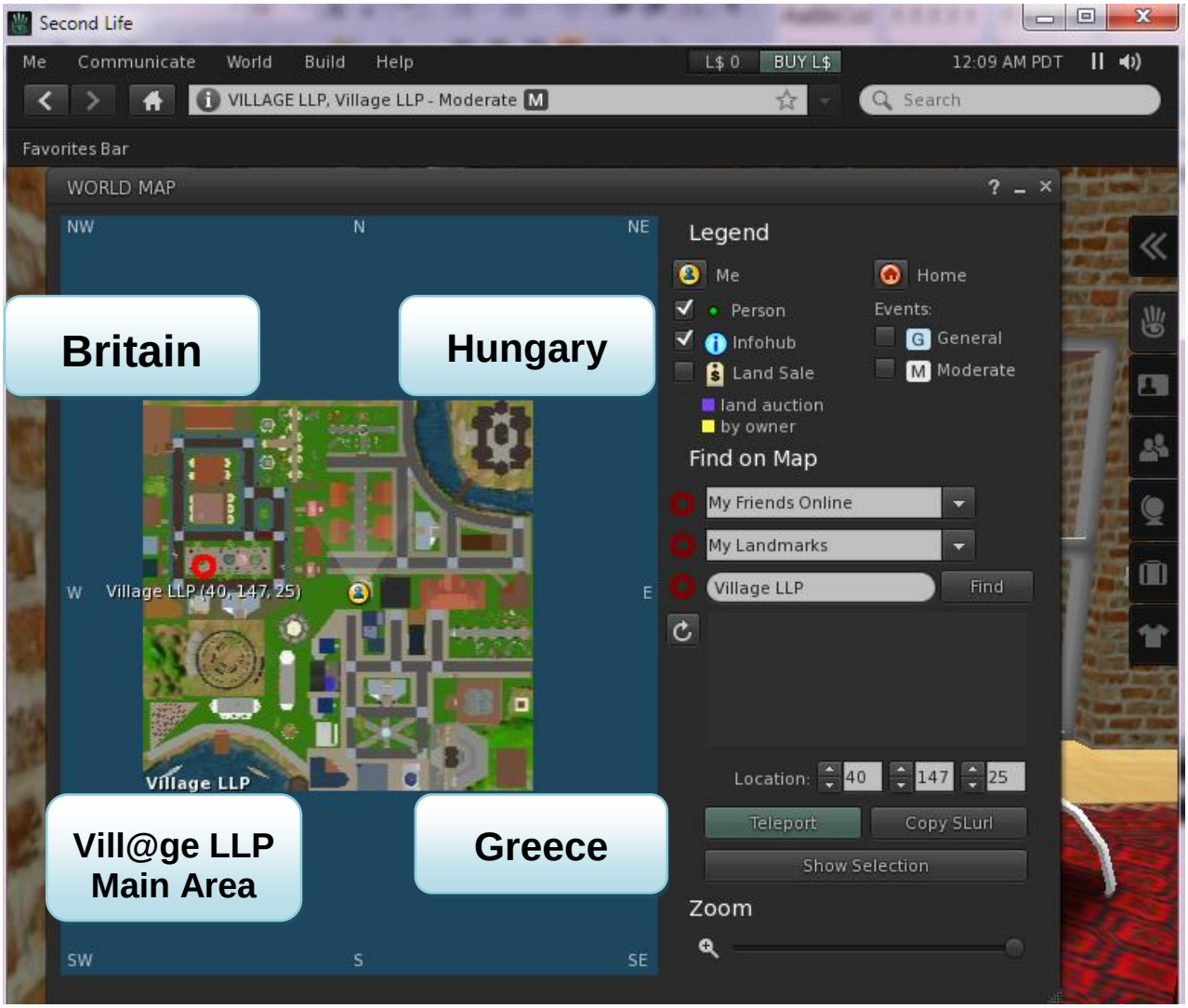


Figure 17: Vill@ge LLP world map

3.4 First visit to Vill@ge LLP world

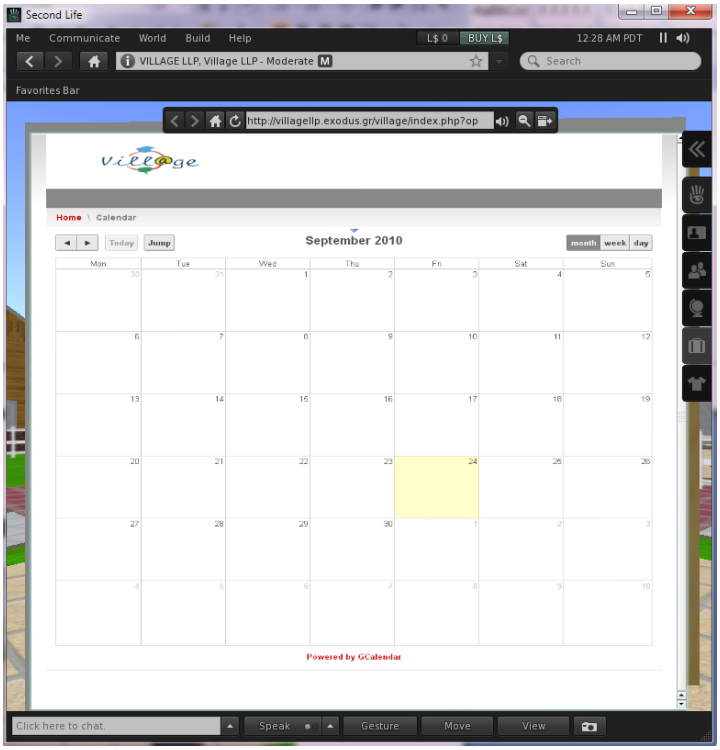
Once you login in for the first time you will be in the main area. If you are in the air then press ‘F’ to land and start walking down the path by pressing the forward arrow key.

Figure 18: Vill@ge LLP – First landing location

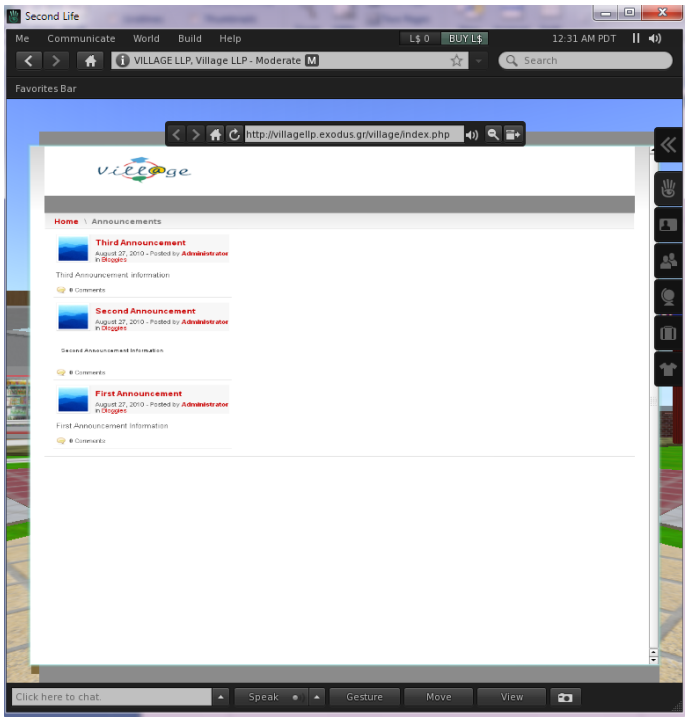
Walking down the path you will arrive at the calendar board and the announcement board (figure right) which is the main point where a visitor can get information of any upcoming events and any special announcements by the teachers.

Figure 19: Vill@ge LLP – Anouncements/Events boards

In order to zoom on the calendar or the announcements the user has to click on the Zoom button and they will see the calendar close-up.

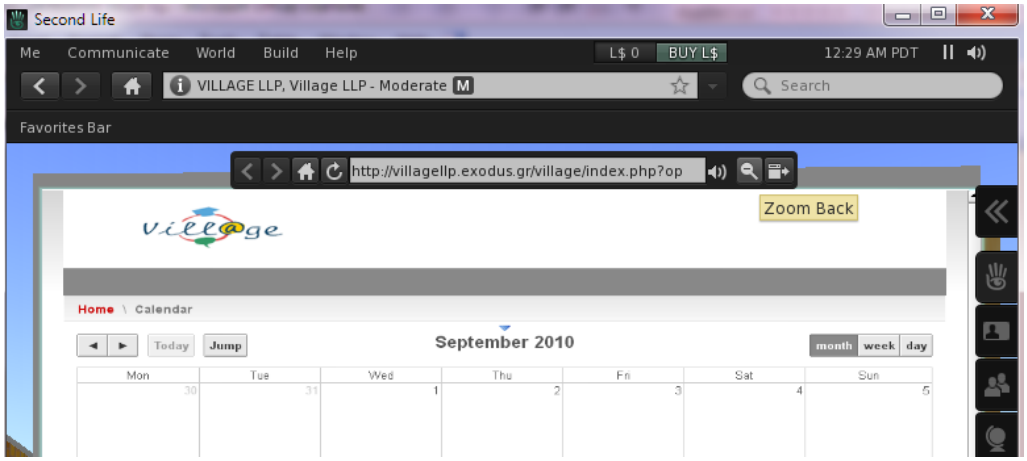


Calendar



Announcements

You can zoom out by clicking on the zoom out button.



Going around the announcements board you will see the main entrances of all three countries. (Britain, Greece, Hungary). At the entrance of each country there is a map of the country site so the student can see what is available. By clicking on the label of a place on the map the system will take him/her to that location. (ex. Museum,…)

Map of Britain

Figure 20: Vill@ge LLP – Map of Britain

Map of Greece

Figure 21: Vill@ge LLP – Map of Greece

Map of Hungary

Figure 22: Vill@ge LLP – Map of Hungary

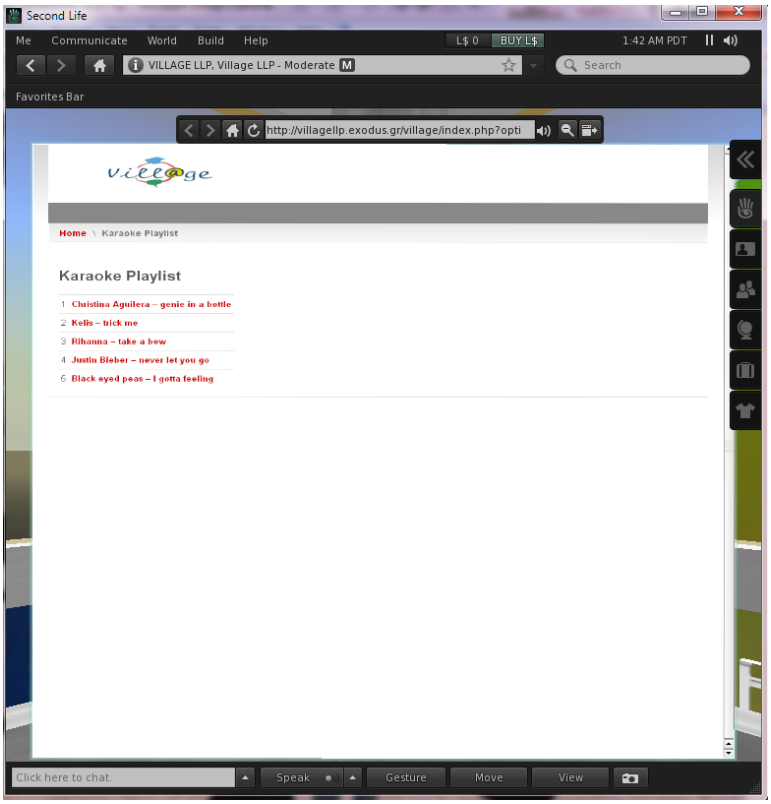
3.5 Karaoke

In the main area of the Vill@ge world there is the Karaoke bar where the visitors can choose a song and start singing along. You have to get closer to the Karaoke bar main screen.

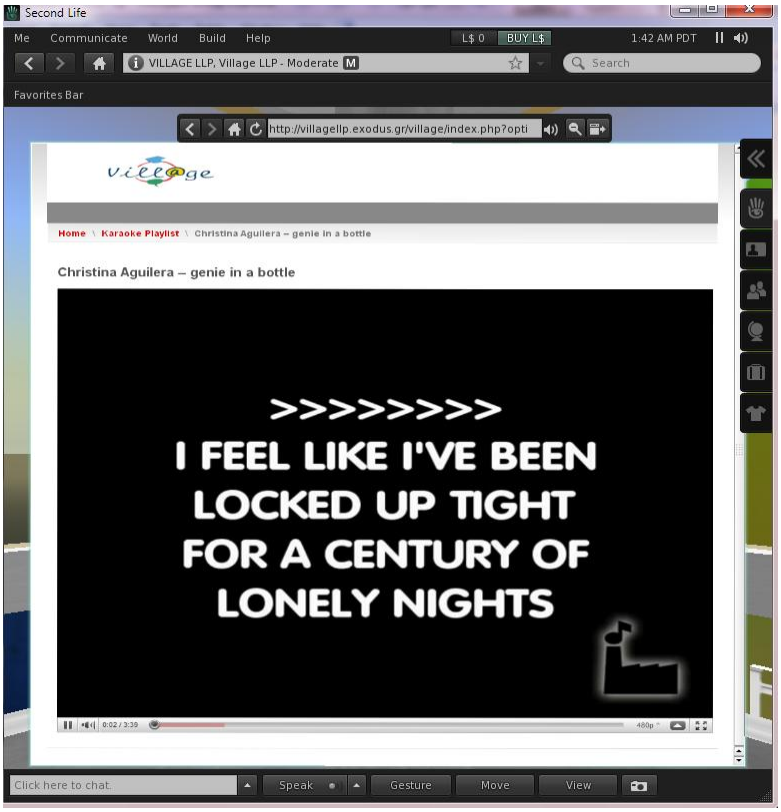
Once you are there, click on the zoom button to bring the karaoke screen in full screen mode so you can see the list of available songs.

Figure 23: Vill@ge LLP – Karaoke bar

Here is the list of available songs. Pick one to start singing.


Second Life
Karaoke Playlist
1 Christina Aguilera – genie in a bottle
2 Kelis – tick me
3 Rihanna – take a bow
4 Justin Bieber – never let you go
5 Black eyed peas – I gotta feeling

Start singing along. Any friends that are around you will hear you singing.



3.6 Poster Generator

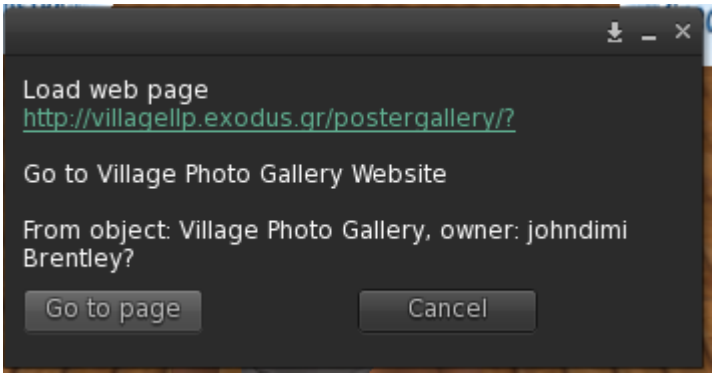
The poster generator is located in the upper floor in every museum in each country.

Figure 24:Vill@ge LLP – Poster generator

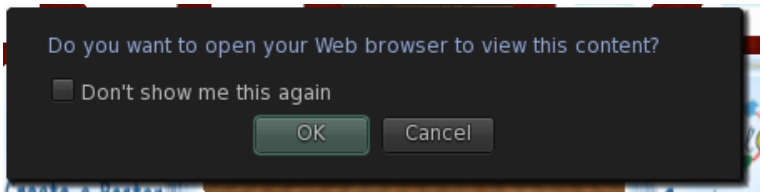
Once you enter the museum you can go to the upper floor by clicking on the “Poster Gallery” label (on floor).

Once you are in the upper floor you can activate the poster generator gallery by clicking on the “Create Poster” label.

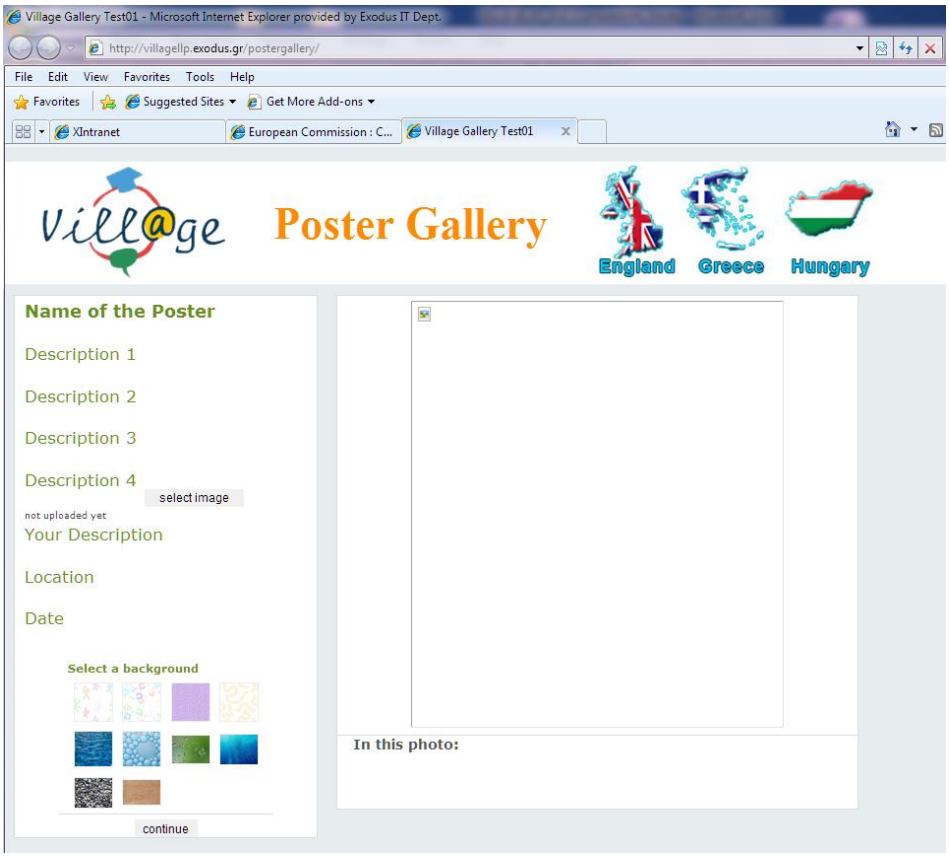
Then Click on the button ‘Go to page’



Click OK to finally start the poster generator application



This is the main screen of the poster generator application



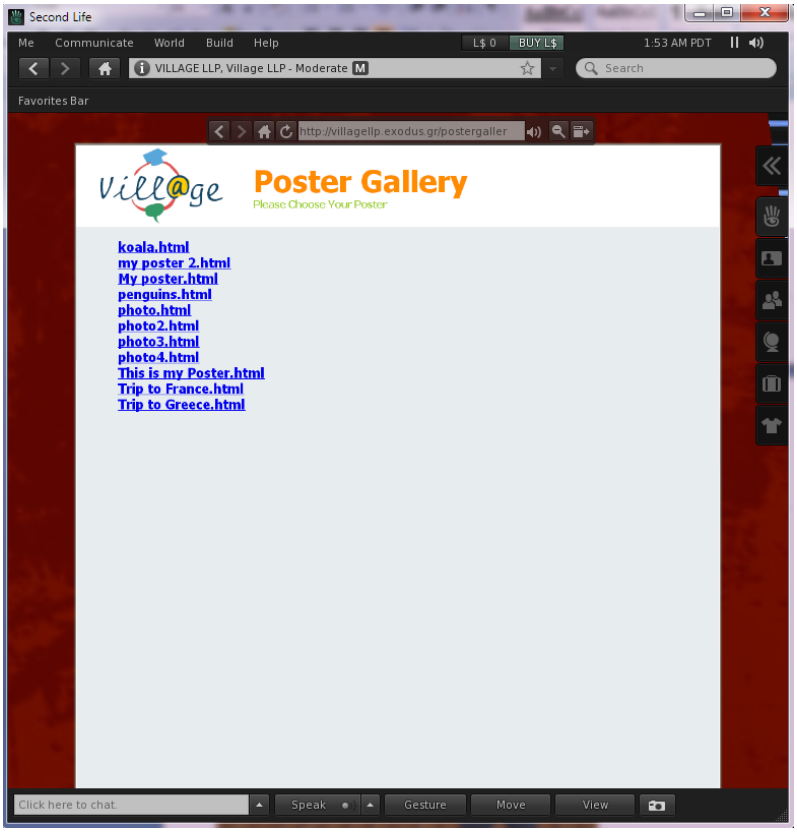
You only need to fill in the information on the left side of your screen. On the right side, you will see your poster being created. You can type in:

- Poster title
- Description
- Location
- Date
- Select image
- Select background

Once you complete your poster, click the 'Continue' button to save the poster.

Once the poster is saved we need to put it up on the museum wall so other people can see our creations. Walk close to the wall and find empty space.
Click on “Add poster” and you will see the following screen.

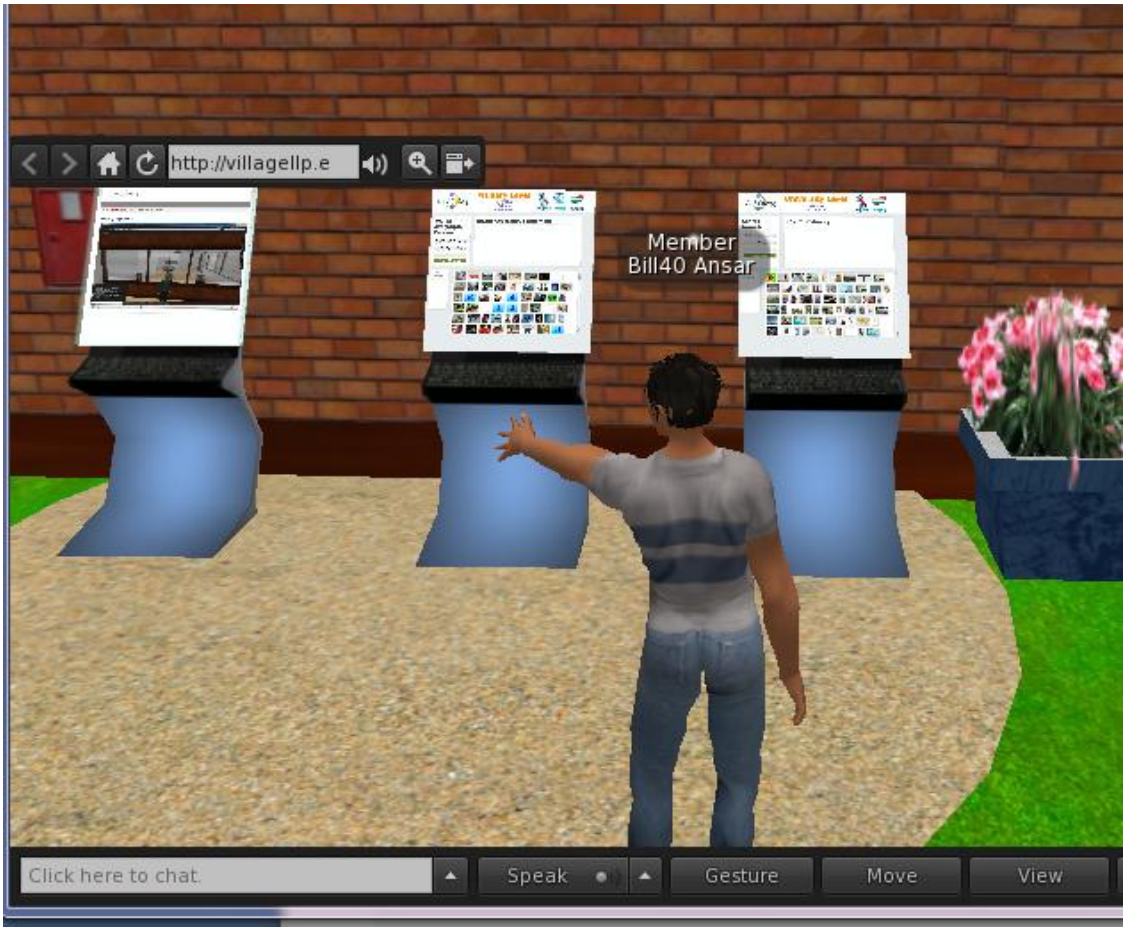
Here you can select the poster you just generated and it will be displayed.



Your poster as displayed on the wall.

To exit the Poster Gallery and go back to the ground floor level, click on the ‘Ground Floor’ label.

3.7 Lexicon



Outside all major buildings like the museum, travel agency, bank, zoo, clothing shop and supermarket, you will see three stands that give the visitor access to the following:

- Demonstrator (once you click on it, you will see a video that is a walk through the specific building);
- Lexicon for primary level students;
- Lexicon for university level students

You can click on the Zoom button to bring in full screen mode the Lexicon application as you can see in the next figure.

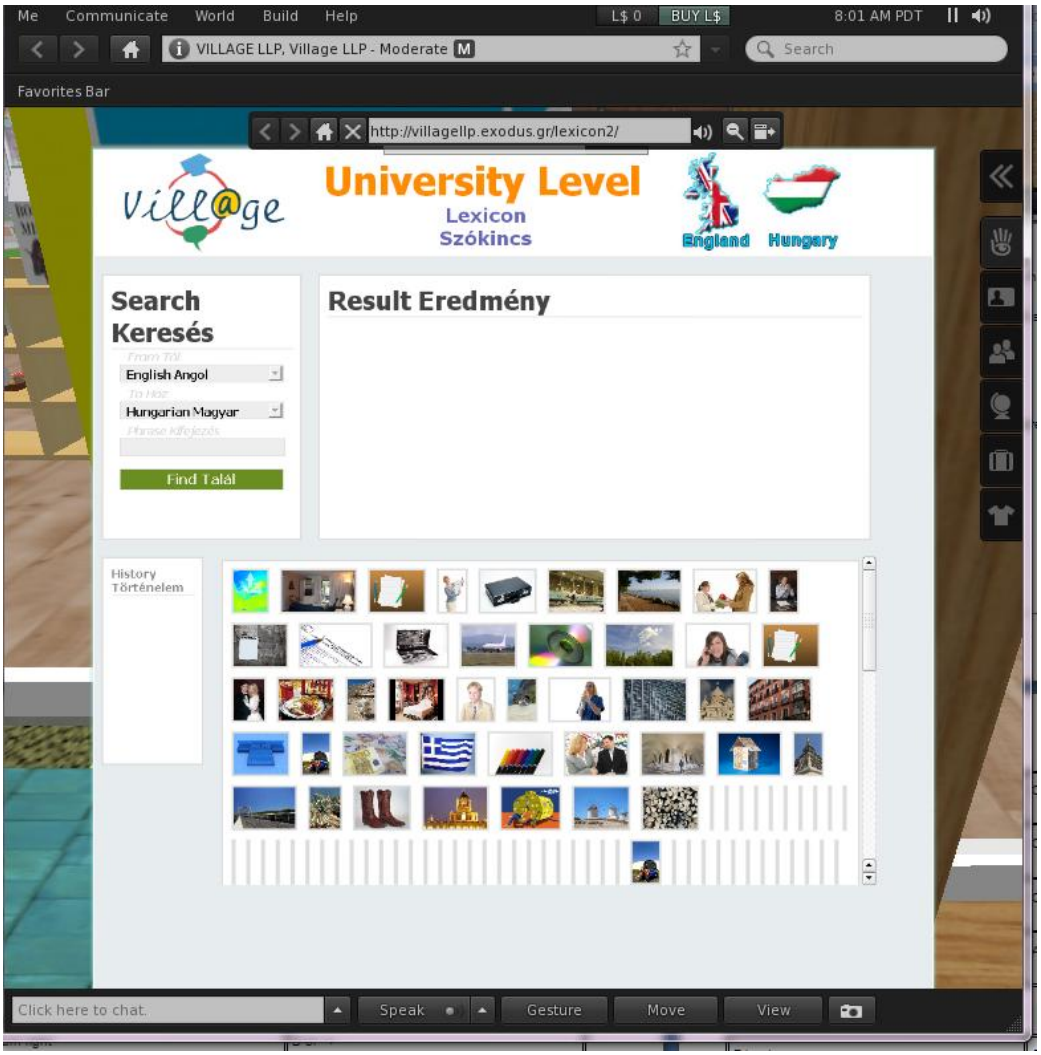


Figure 25: Vill@ge LLP - Lexicon

3.8 Keyboard Shortcuts (Windows Uers)

Movement

Walk forward	W or ↑
Walk backward	S or ↓
Turn left	A or ←
Turn right	D or →
Run	Double-tap WS or ↑↓
Always run	Ctrl+R
Jump	E or PgUp (Tap once)
Toggle flying	F or Home
Fly up	Hold E or hold PgUp
Fly down	Hold C or hold PgDn

View

Mouselook	M
Reset View	Esc

Look at	Hold Alt and click mouse to re-center
Zoom in	Ctrl+0
Zoom default	Ctrl+9
Zoom out	Ctrl+8
Toggle fullscreen	Alt+↵ Enter

Communicate

Friends	Ctrl+⇧ Shift+F
Local chat history	Ctrl+H
Look at last speaker	Ctrl+\
Gestures	Ctrl+G

System

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X

Paste	Ctrl+V
Duplicate	Ctrl+D
Select all	Ctrl+A
Deselect	Ctrl+E
Close window	Ctrl+W
Close all windows	Ctrl+⇧ Shift+W

General

Preferences	Ctrl+P
Help	F1
Search	Ctrl+F
World Map	Ctrl+M
Mini-map	Ctrl+⇧ Shift+M
Quit Second Life	Ctrl+Q

3.9 Keyboard Shortcuts (Mac Users)

Mac users can use the above shortcuts table list just by replacing

a. Alt key with Opt key b. Ctrl key with cmd key

4 Technical Issues & Specifications

4.1 System Requirements

Windows	Minimum Requirements	Recommended
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	XP, Vista, or Windows 7 (32-bit only)	XP, Vista, or Windows 7 (32-bit only)
Computer Processor:	800 MHz Pentium III or Athlon, or better	1.5 GHz (XP), 2-GHz (Vista) 32-bit (x86) or better
Computer Memory:	512 MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card for XP:**	• NVIDIA GeForce 6600 or better • **OR** ATI Radeon 8500, 9250 or better • **OR** Intel 945 chipset	NVIDIA Graphics cards 9000 Series: • 9600, 9800 200 Series: • 275 GTX, 295 GTX ATI Graphics Cards 4000 Series: • 4850, 4870, 4890 5000 Series: • 5850, 5870, 5970
Graphics Card for Vista	• NVIDIA GeForce 6600 or better • **OR** ATI Radeon 9500 or better	NVIDIA Graphics cards

Windows	Minimum Requirements	Recommended
or Windows 7 (32-bit only) (requires latest drivers):**	• **OR** Intel 945 chipset	9000 Series: • 9600, 9800 200 Series: • 275 GTX, 295 GTX ATI Graphics Cards 4000 Series: • 4850, 4870, 4890 5000 Series: • 5850, 5870, 5970

Mac OS X	Minimum Requirements	Recommended
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	Mac OS X 10.4.11 or better	Mac OS X 10.5.4 or better
Computer Processor:	1.5 GHz Intel based Mac	2 GHz Intel Core 2 Duo or above
Computer Memory:	512 MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card:**	• ATI Radeon 9200 and above • **OR** NVIDIA GeForce 2, GeForce 4	• ATI: 4850, 4870 • **OR** NVIDIA: 9800

Linux	Minimum Requirements	Recommended
Internet	Cable or DSL	Cable or DSL

Linux	Minimum Requirements	Recommended
Connection*:		
Operating System:	A reasonably modern 32-bit Linux environment is required. If you are running a 64-bit Linux distribution then you will need its 32-bit compatibility environment installed.	A reasonably modern 32-bit Linux environment is required. If you are running a 64-bit Linux distribution then you will need its 32-bit compatibility environment installed.
Computer Processor:	800 MHz Pentium III or Athlon, or better	1.5 GHz or better
Computer Memory:	512MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card:	• NVIDIA GeForce 6600, or better • **OR** ATI Radeon 8500, 9250, or better	• ATI: 4850, 4870 • **OR** NVIDIA: 9600, 9800

Important Notes

***** Second Life is not compatible with dial-up internet, satellite internet, and some wireless internet services.

****** Second Life may not run on graphics cards other than the ones listed above. The following cards are NOT compatible with Second Life:

- NVIDIA cards that report as a RIVA TNT or TNT2
- ATI cards that report as RAGE, RAGE PRO, or RADEON 320M, 340M, 345M, or similar model numbers
- Intel chipsets less than a 945 including Intel Extreme
- Cards with the following branding: 3DFX, RIVA, TNT, SiS, S3, S3TC, Savage, Twister, Rage, Kyro, MILENNIA, MATROX

The following cards have not been tested with Second Life, and compatibility is not certain:

- NVIDIA cards that report as Quadro
- ATI cards that report as RADEON IGP or RADEON XPRESS
- ATI cards that report as FireGL
- ATI cards that report as FireMV

4.2 Configuring Your Corporate Firewall to Allow Access to Second Life

Overview

This section describes how to configure your firewall to allow use of the Second Life Viewer (client) within your intranet. It is intended for network administrators and others responsible for network security.

Firewalls are a fundamental component of a network security program. Following the "principle of least privilege," firewalls limit traffic between the corporate intranet and the public network to supported network applications. Thus, firewalls are generally configured for common applications such as Domain Name Service (DNS), email, and web browsing. However, Second Life uses a number of non-standard ports that most firewalls block by default.

Voice chat

Voice chat, like Second Life itself, is designed to work with "zero configuration" and should work with most firewalls. If the SIP connection on port 5060 fails (as it might if the router is designed to provide VoIP services of its own) the Viewer will automatically retry on port 5062. So, on some restrictive firewalls, you may need to open port 5062.

When you initially run the Second Life Viewer, your firewall may require you to permit internet access by "SLVoice.exe" and "SLVoiceAgent.exe".

To enable people to use Second Life from inside the firewall, follow the procedures outlined in this document.

Procedure

Although the details depend on your specific firewall, follow this general procedure:

1. **Open outbound access for TCP ports**. Second Life servers do not establish inbound TCP connections to client systems running the Second Life Viewer software. Instead, they use the "request / response" message pattern.
    - Enable outbound TCP access for ports 80, 443, 5060, 5062, 12043, 12046 and 21002.
2. **Open outbound "session" access for UDP ports**. Although UDP is a session-less transport, many firewalls block unsolicited incoming UDP traffic to a particular port unless it has seen recent outgoing UDP traffic from that same port.
    - Activate outbound UDP for ports 5060, 5062, and 12000-13050.
3. **Monitor**. The intricacies of modern firewalls make it difficult for one document to cover every network configuration. Use tools such as **ntop** and **nprobe** to monitor network flow between the Second Life Viewer and servers to identify network flows blocked by the firewall.

Ports

In addition to the standard ports for DNS lookup and web access, the Second Life Viewer requires the ports listed in the following table.

Port	Protocol	Used For
53	UDP/TCP	DNS lookup
80	TCP	Accessing Second Life related web resources
443	TCP	Accessing Second Life related web resources and for client authentication
5060	UDP and TCP	Voice / SIP traffic
5062	UDP and TCP	Voice / (Session Initiation Protocol) SIP traffic
12000 - 15000	UDP	Voice / RTP traffic
12035	UDP	Core protocol communication
12043	UDP	Simulator communication and map related functions
12043	TCP	Capability-based simulator communication
12046	TCP	Texture downloading
13000-13050	UDP	Core protocol communication
21002	TCP	Voice signaling

Notes:

- RTP: Real-time Transport Protocol
- SIP: Session Initiation Protocol

Server IP Addresses

For up-to-date information on IP addresses, see:

- What are Second Life's subnets? for Second Life server IP addresses.
- Can I use voice from behind a firewall? for voice server IP addresses.

You can subscribe to these articles to be notified when the article is updated.

You may also use the Second Life Viewer to access virtual worlds hosted by organizations other than Linden Lab. Contact the hosting organization for the IP addresses used.

Specific hardware manufacturers

Consult your firewall's documentation or the manufacturer's website, for instructions on how to configure your firewall.

Cisco

For a Cisco router/switch that uses reflexive access lists (IOS 11.0 or later), add these lines to your outbound access list:

permit tcp any any eq 443

permit udp any any eq 12035 reflect outbound-SL

permit udp any any eq 12036 reflect outbound-SL

permit udp any any range 13000 13050 reflect outbound-SL

Then, on your inbound access list, add:

permit tcp any any established

evaluate outbound-SL

After adding the above lines, apply these access lists.

Linux Killerwall

For a Linux system using Killerwall, add these lines to /etc/killerwall.acl:

IN IFACE <your lan interface> FROM 0.0.0.0/0 TO 0.0.0.0/0 tcp TOPORT 443 ACCEPT

IN IFACE <your lan interface> FROM 0.0.0.0/0 TO 0.0.0.0/0 udp TOPORT 12035 ACCEPT

IN IFACE <your lan interface> FROM 0.0.0.0/0 TO 0.0.0.0/0 udp TOPORT 12036 ACCEPT

IN IFACE <your lan interface> FROM 0.0.0.0/0 TO 0.0.0.0/0 udp TOPORT 13000-13050 ACCEPT

Then, restart Killerwall. Killerwall automatically tracks related reply packets, so Second Life will now work correctly.

Linux Firewall

For a Linux box that uses IPF (Linux Firewall), configure as follows:

pass out quick on rl0 proto tcp from any to any port = 443 flags S keep state

pass out quick on rl0 proto udp from any to any port = 12035

pass out quick on rl0 proto udp from any to any port = 12036

pass out quick on rl0 proto tcp from any to any port = 12043 flags S keep state

pass out quick on rl0 proto udp from any to any port 12999 <> 13051

pass in quick on rl0 proto tcp from any to any port = 443 flags S keep state

pass in quick on rl0 proto udp from any to any port = 12035

pass in quick on rl0 proto udp from any to any port = 12036

pass in quick on rl0 proto udp from any to any port 12999 <> 13051

FreeBSD IPFW

For a firewall based on Ipfirewall (ipfw), add the following lines to /etc/rc.firewall:

ipfw add allow tcp from any to any 443 setup

ipfw add allow udp from any to any 12035 keep-state

ipfw add allow udp from any to any 12036 keep-state

ipfw add allow tcp from any to any 12043 keep-state

ipfw add allow udp from any to any 12999-13051 keep-state

See Also

- How do I configure my software firewall?
- How do I configure my hardware firewall (such as a router)?

4.3 Fine tuning Graphics and sound card settings

At the menu of second life viewer, you should go to **Me > Preferences > Graphics** and then choose the preferred state at the **quality and speed** bar. Minimum quality to view the whole graphics of Vill@ge's virtual world is **Mid**. The quality of graphics depends on the internet connection speed and computer type. Graphic card, memory and processor are the main components that affect the computer 's efficiency towards the Second Life environment.

In order to fine tune sound, you should go to **Me > Preferences > Sound & Media** at the menu of second life viewer. Then shift each volume bar to the maximum level, especially the volume bars related to Media and Voice Chat.

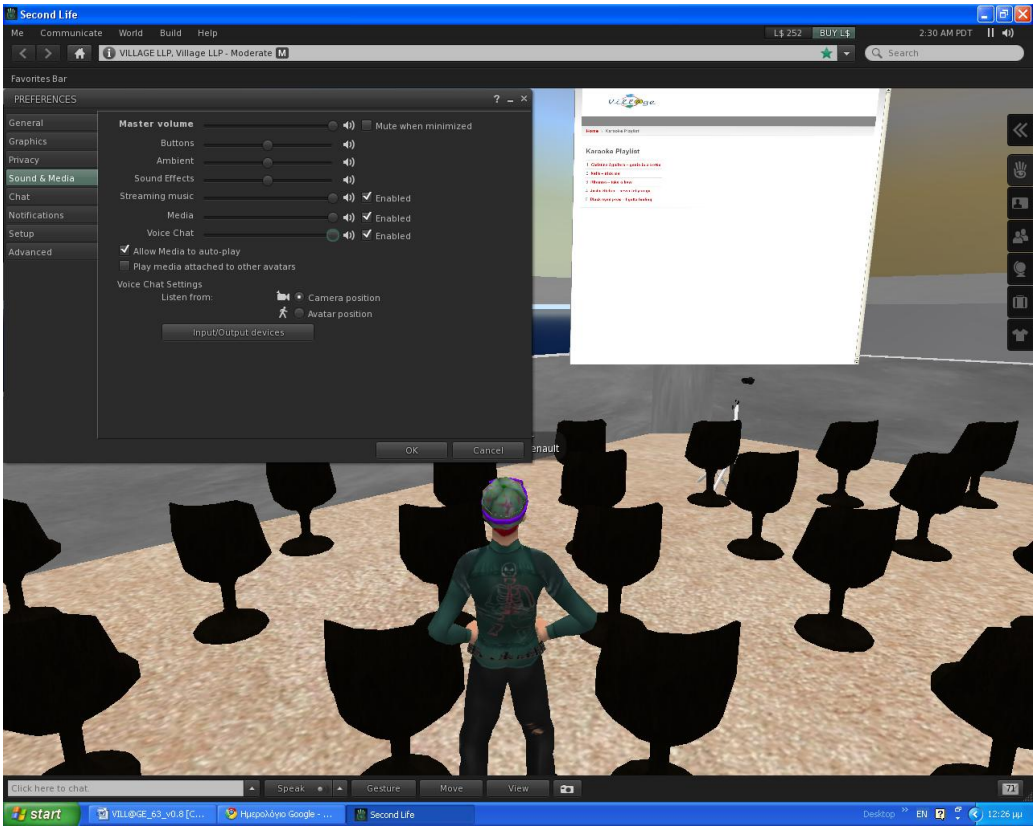


Figure 26: Vill@ge LLP - Fine tuning Sound

4.4 Set up for voice chat

To use the Voice features in Second Life, you'll need to set up your microphone or headset. Just follow these simple steps and you'll be talking in no time. (You have to be already logged into second life).

1. Connect your microphone or headset via audio-in or USB
2. Open the Preferences window by choosing **Me > Preferences** or pressing **Ctrl** + **P**
3. Click the **Sound & Media** tab
4. Click the **Input/Output devices** button, then change the input and output devices to your preferred microphone and speakers
5. If your mic is working, you will see green bars in the input level monitor
6. Click **OK**
7. Click the button to the right of the chat input field to toggle your microphone on and off

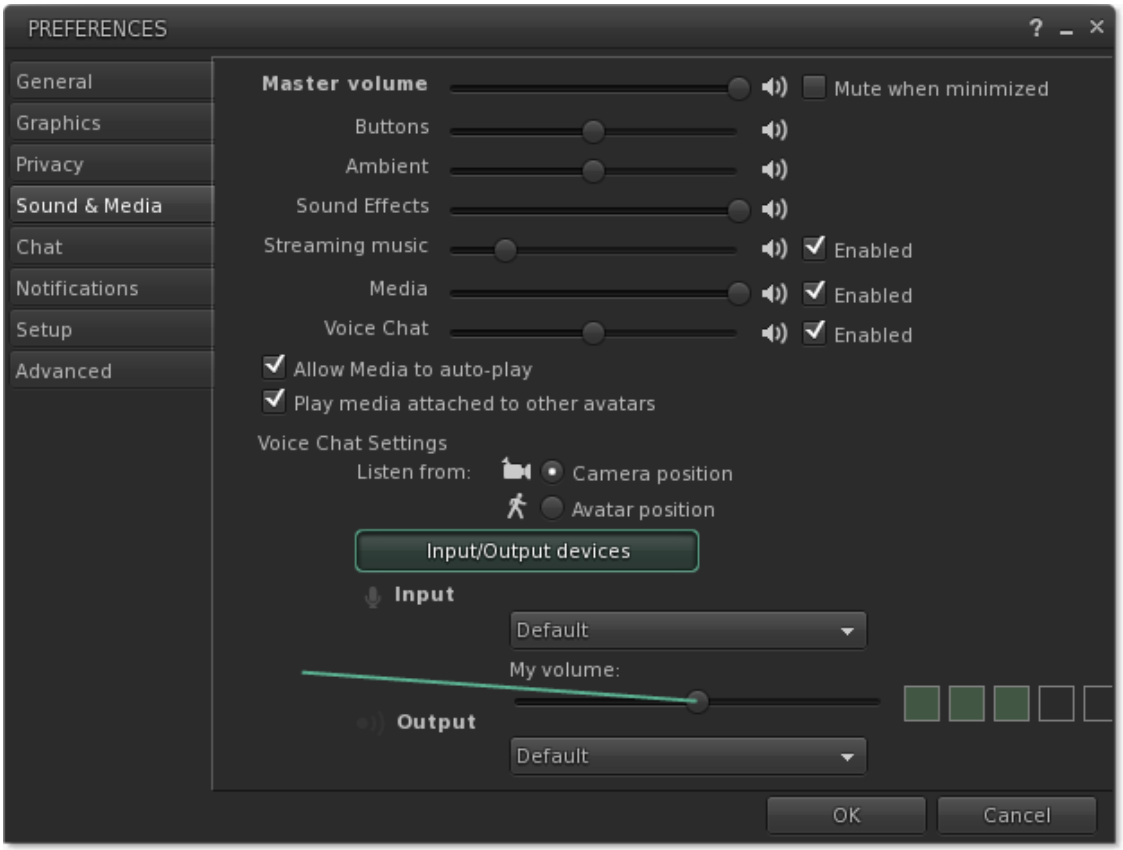


Figure 27: Vill@ge LLP – Input/aoutput devices

When you toggle your microphone on and start speaking, the voice indicator above your avatar's head should emit green waves.

5 Teacher Administration of Events & Announcements

5.1 Events (Calendar)

A website is dedicated for the virtual world in Second Life at http://villagellp.exodus.gr/village/ . Through this menu, you can navigate to the **Calendar** page. However, in order to publish new announcements you have to visit http://www.google.com/calendar and use the following credentials.

Username: villagellp

Password: village!@#

The Google calendar menu is automatically translated to your language based on your location.

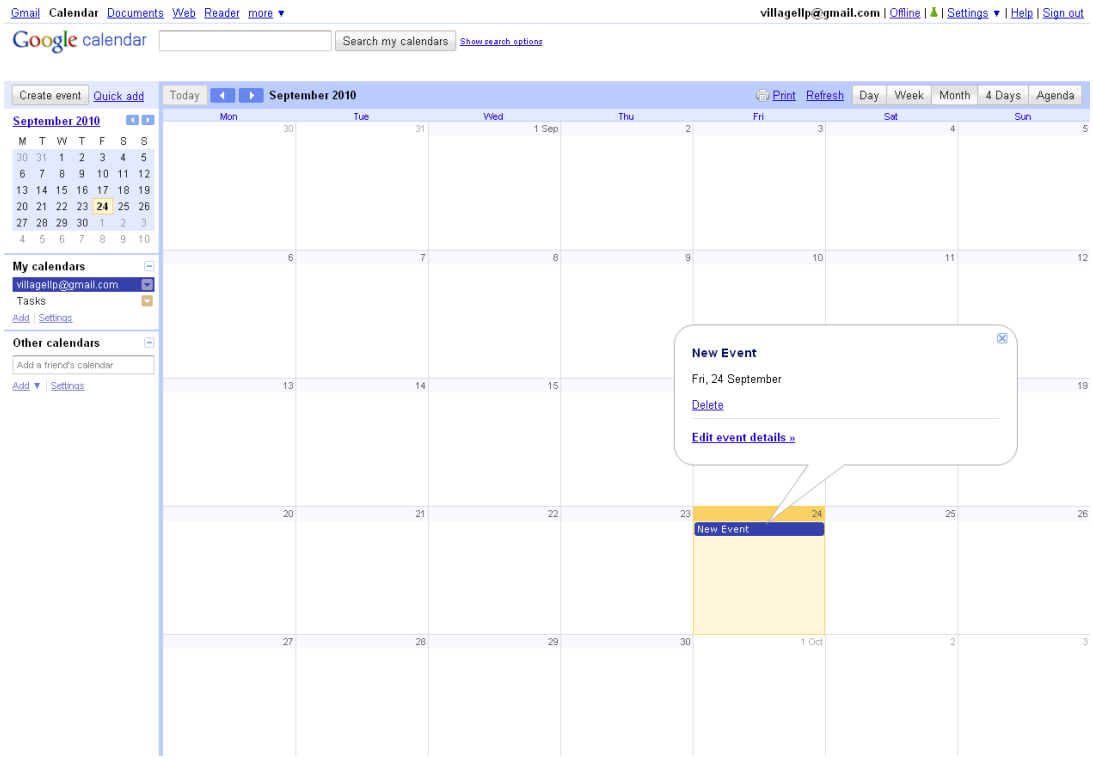


Figure 28: Adding new events to Google calendar

Add new events with specific information to your needs and then navigate to the **Calendar** page of http://villagellp.exodus.gr/village/. You should see a similar calendar to this:

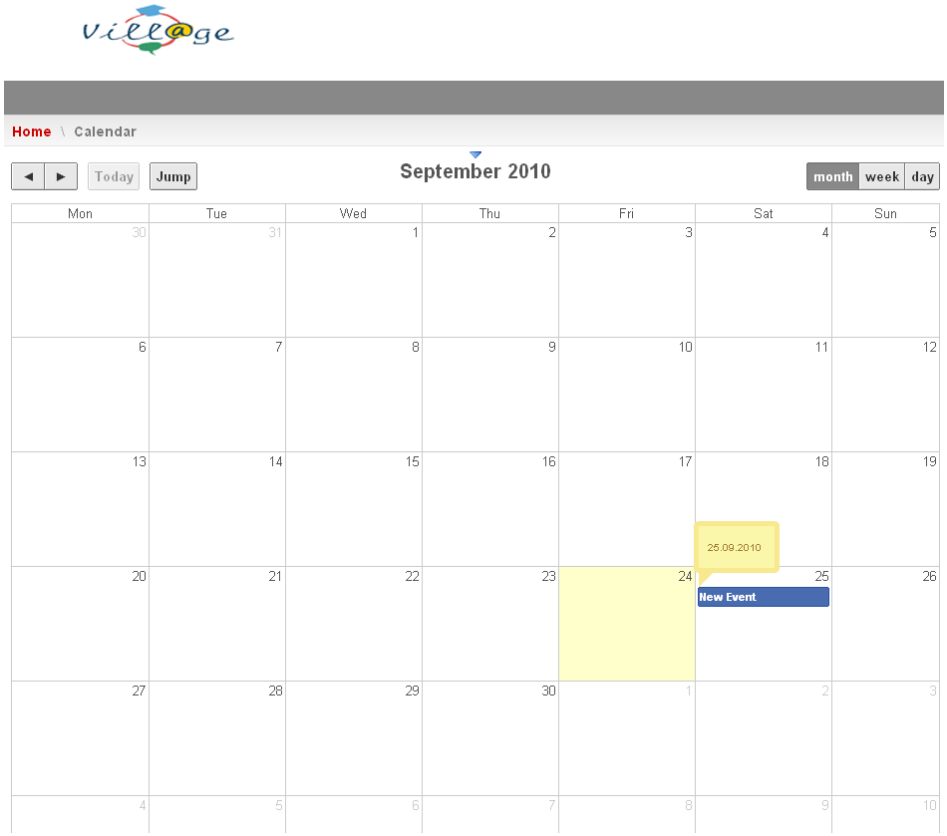


Figure 29: Viewing Google calendar through Vill@ge's website

5.2 Announcements

At the website http://villagellp.exodus.gr/village/ you can navigate to the **Announcements** page, through the menu. However, in order to publish new announcements you have to go through the menu to **Login** section and use the following credentials.

Username: admin

Password: adminvillage

Then you can navigate back again to the **Announcements** page in order to publish your own.

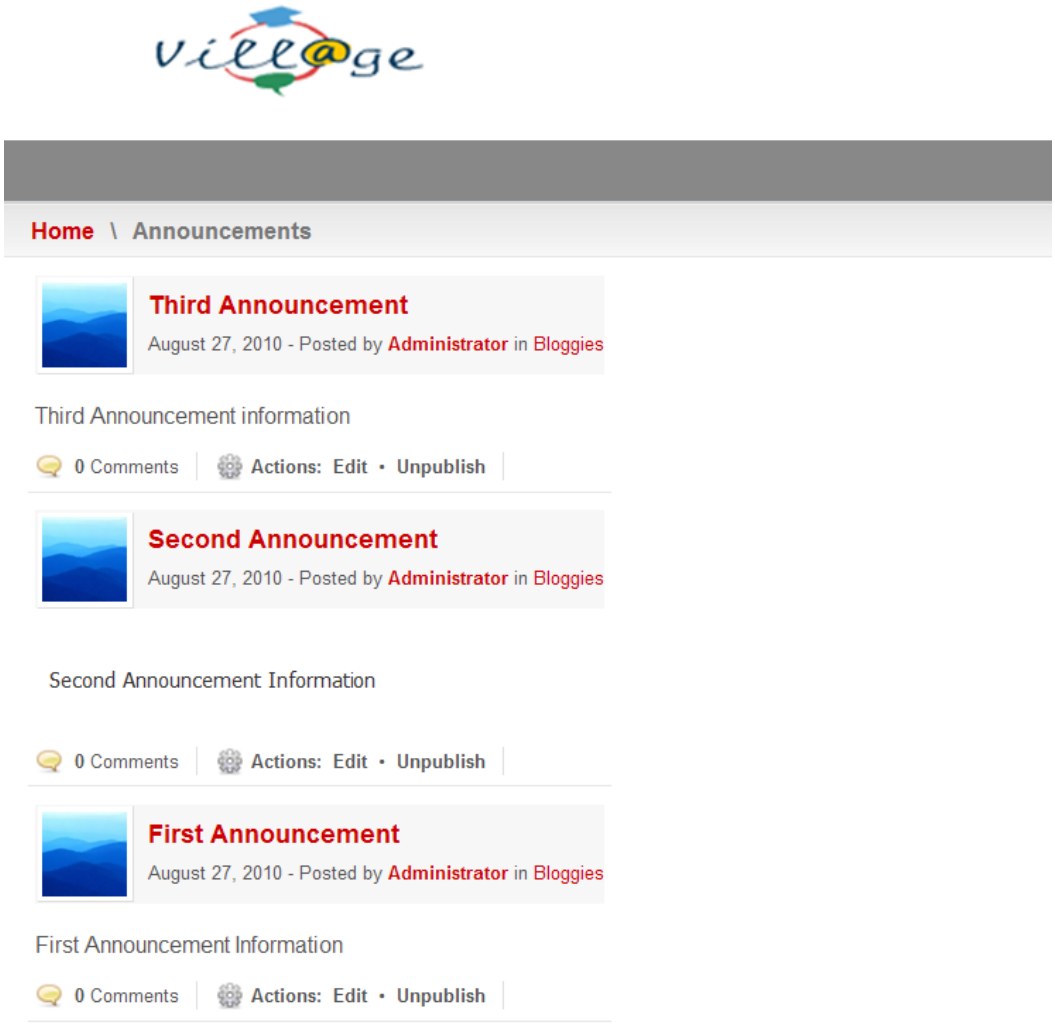


Figure 30: View of the announcements page

At actions press **edit** and then **new entry** at the new menu where you can enter the information for the new announcement(s).

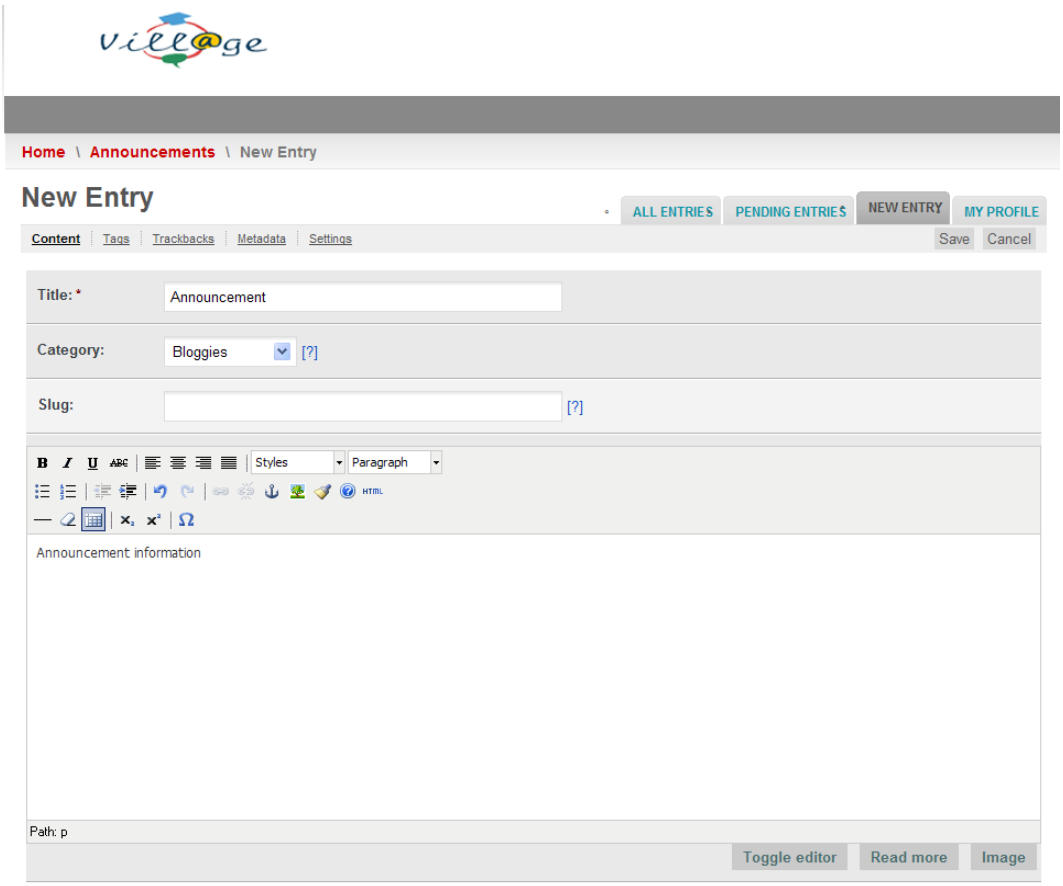


Figure 31: Adding new announcement after login as administrator